Advanced Quantitative Research Methodology, Lecture Notes: Introduction¹

Gary King http://GKing.Harvard.edu

February 2, 2014

Gary King (Harvard) The Basics February 2, 2014

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- Some of the best experiences here: getting to know people in other fields

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- Do you have the background for this class? A Test: What's this?

$$b = (X'X)^{-1}X'y$$

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- We cover different amounts of material each week

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- Focus, like I will, on learning, not grades: Especially when we work on papers, I will treat you like a colleague, not a student

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 - Come whenever you like; if you can't find me or I'm in a meeting, come back, talk to my assistant in the office next to me, or email any time

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- The number of new methods is increasing fast
- Most important methods originate outside the discipline of statistics (random assignment, experimental design, survey research, machine learning, MCMC methods, . . .). Statistics: abstracts, proves formal properties, generalizes, and distributes results back out.

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- Part of a massive change in the evidence base of the social sciences:

 (a) surveys, (b) end of period government stats, and (c) one-off studies of people, places, or events → numerous new types and huge quantities of (big) data

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- Instead, we teach you the fundamentals, the underlying theory of inference, from which statistical models are developed:
 - We will reinvent existing methods by creating them from scratch.

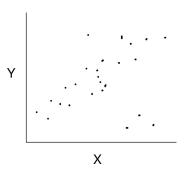
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 - The fundamentals help us pick up new methods created by others.
- This helps us separate the conventions from underlying statistical theory. (How to get an F in Econometrics: follow advice from Psychometrics. Works in reverse too, even when the foundations are identical.)

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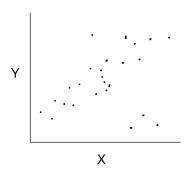
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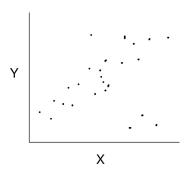
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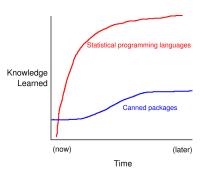


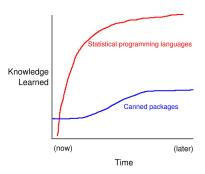
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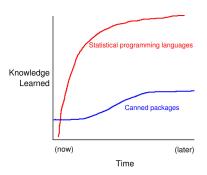
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- from a theory of inference, and for a substantive purpose (like causal estimation, prediction, etc.)





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- We'll use R a free open source program, a commons, a movement
- and an R program called Zelig (Imai, King, and Lau, 2006-14) which simplifies R and helps you up the steep slope fast (see j.mp/Zelig4)

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Goal: Quantities of Interest

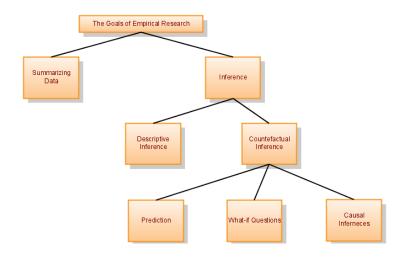
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Statistical Models: Variable Definitions

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• Dependent (or "outcome") variable

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stochastic

Standard version

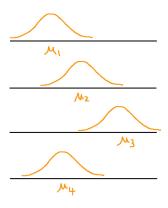
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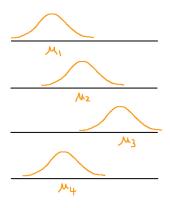
Understanding the Alternative Regression Notation

Understanding the Alternative Regression Notation



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Understanding the Alternative Regression Notation



Is a histogram of y a test of normality?

$$Y_i \sim f(\theta_i, \alpha)$$

stochastic

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• Estimation uncertainty: Lack of knowledge of β and α . Vanishes as n gets larger.

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Forms of Uncertainty

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- (If you know the model, is $R^2 = 1$? Can you predict y perfectly?)

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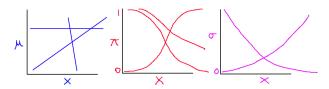
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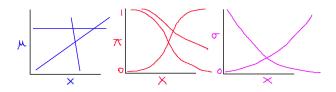
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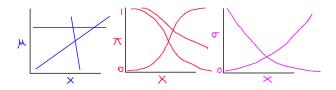
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◆ロ > ◆回 > ◆ 直 > ◆ 直 > り へ で

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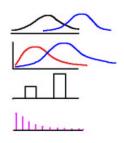
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 - Ameliorate model dependence: preprocess data (via matching, etc.)

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- Rules can be applied analytically or via simulation.

solve probability problems

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- evaluate estimators
- calculate features of probability densities
- transform statistical results into quantities of interest
- Empirical evidence: students get the right answer far more frequently by using simulation than math

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Survey Sampling

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1. Learn about a population by taking a random sample from it

Simulation

 Learn about a distribution by taking random draws from it

Survey Sampling

- Learn about a population by taking a random sample from it
- 2. Use the random sample to estimate a feature of the population

- Learn about a distribution by taking random draws from it
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Survey Sampling

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- 4. Example: estimate the mean of the population

- Learn about a distribution by taking random draws from it
- Use the random draws to approximate a feature of the distribution
- 3. The approximation is arbitrarily precise for large M
- 4. Example: Approximate the mean of the distribution

Simulation examples for solving probability problems

```
sims <- 1000
people <- 24
alldays <- seq(1, 365, 1)
sameday <- 0</pre>
```

```
sims <- 1000
people <- 24
alldays <- seq(1, 365, 1)
sameday <- 0
for (i in 1:sims) {
   room <- sample(alldays, people, replace = TRUE)
   if (length(unique(room)) < people) # same birthday
   sameday <- sameday+1
}</pre>
```

sims <- 1000 people <- 24

alldays \leftarrow seq(1, 365, 1)

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for (i in 1:sims) {
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cat("Probability of >=2 people having the same birthday:", sameday/sims, "\n"
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Four runs: .538, .550, .547, .524
```

In Let's Make a Deal, Monte Hall offers what is behind one of three doors. Behind a random door is a car; behind the other two are goats. You choose one door at random. Monte peeks behind the other two doors and opens the one (or one of the two) with the goat. He asks whether you'd like to switch your door with the other door that hasn't been opened yet. Should you switch?

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sims <- 1000
WinNoSwitch <- 0
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doors <- c(1, 2, 3)
for (i in 1:sims) {
    WinDoor <- sample(doors, 1)
    choice <- sample(doors, 1)
    if (WinDoor == choice)  # no switch
    WinNoSwitch <- WinNoSwitch + 1
    doorsLeft <- doors[doors != choice]  # switch
    if (any(doorsLeft == WinDoor))
    WinSwitch <- WinSwitch + 1
}</pre>
```

Let's Make a Deal

In Let's Make a Deal, Monte Hall offers what is behind one of three doors. Behind a random door is a car; behind the other two are goats. You choose one door at random. Monte peeks behind the other two doors and opens the one (or one of the two) with the goat. He asks whether you'd like to switch your door with the other door that hasn't been opened yet. Should you switch?

```
sims <- 1000
  WinNoSwitch <- 0
  WinSwitch <- 0
  doors <- c(1, 2, 3)
  for (i in 1:sims) {
    WinDoor <- sample(doors, 1)
    choice <- sample(doors, 1)</pre>
    if (WinDoor == choice)
                                                  # no switch
    WinNoSwitch <- WinNoSwitch + 1
    doorsLeft <- doors[doors != choice]</pre>
                                                  # switch
    if (any(doorsLeft == WinDoor))
    WinSwitch <- WinSwitch + 1
cat("Prob(Car | no switch)=", WinNoSwitch/sims, "\n")
cat("Prob(Car | switch)=". WinSwitch/sims. "\n")
```

Let's Make a Deal

Pr(car Switch)
.676
.655
.680
.673

A probability density is a function, P(Y), such that

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• Sum over all possible Y is 1.0

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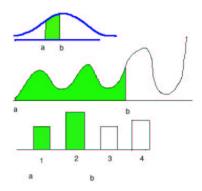
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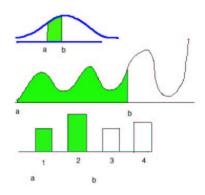
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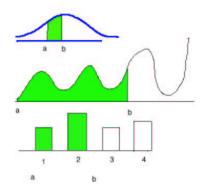
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 - For continuous $Y: \int_{-\infty}^{\infty} P(Y)dY = 1$
- $P(Y) \ge 0 \text{ for every } Y$





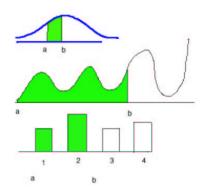
• For both: $Pr(a \le Y \le b) = \int_a^b P(Y)dY$

Gary King (Harvard)



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• For discrete: Pr(y) = P(y)

• For continuous: Pr(y) = 0 (why?)

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• The assignment of a probability or probability density to every conceivable value of Y_i

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- The first principles

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- How to verify that the final expression is indeed a proper density

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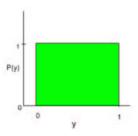
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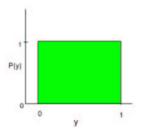
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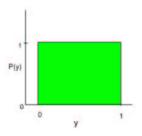
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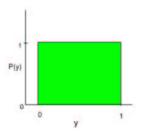


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- How to simulate? runif(1000)

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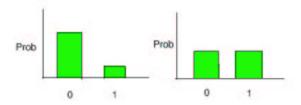
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Bernoulli pmf

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 - Alternative notation: $Pr(Y_i = y | \pi_i) = Bernoulli(y | \pi_i) = f_b(y | \pi_i)$

Graphical summary of the Bernoulli



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• Expected value:

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• How do we compute $E(Y^2)$?

$$E[g(Y)] = \sum_{\mathsf{all}\ y} g(y) \mathsf{P}(y)$$

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= $0^2 \Pr(0) + 1^2 \Pr(1)$
= π

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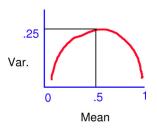
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- Set π to a particular value

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• What can we do with the simulations?

First principles:

• N iid Bernoulli trials, y_1, \ldots, y_N

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- What can you do with the simulations?

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- Random is not haphazard (e.g., Benford's law)
- Random number generators are perfectly predictable (what?)

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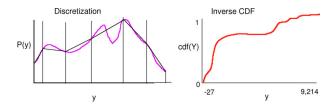
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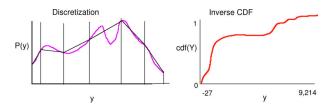
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- How to create real random numbers?
- Some chips now use quantum effects

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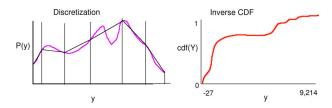




• Divide up PDF into a grid

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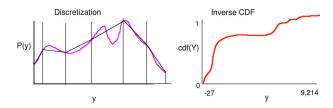
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- Divide up PDF into a grid
- Approximate probabilities by trapezoids

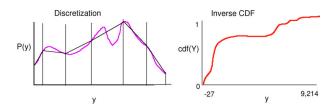
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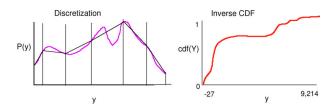


- Divide up PDF into a grid
- Approximate probabilities by trapezoids
- \bullet Map [0,1] uniform draws to the proportion area in each trapezoid

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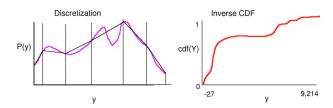
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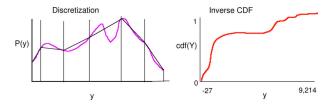


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- (Works for a few dimensions, but Infeasible for many)

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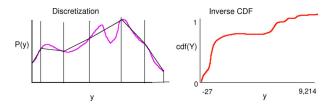
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Inverse CDF: drawing from arbitrary continuous pdfs



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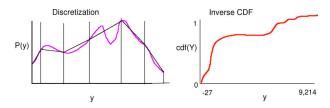


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Inverse CDF: drawing from arbitrary continuous pdfs

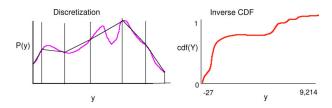


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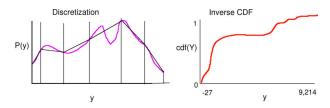
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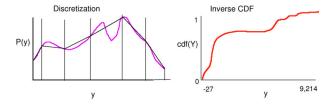
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Inverse CDF: drawing from arbitrary continuous pdfs

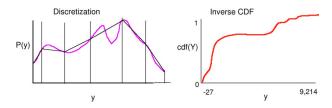


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- Then $F^{-1}(U)$ gives a random draw from f(Y).

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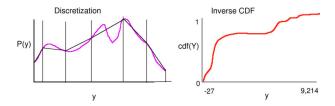


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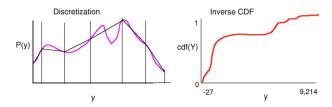


• Refined Discretization Method:

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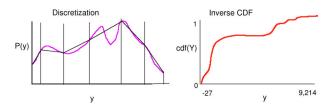


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- Drawing random numbers from arbitrary multivariate densities: now an enormous literature

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- Many different first principles
- A common one is the central limit theorem

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• Simulating *once* from this density produces *k* numbers. Special algorithms are used to generate normal random variates (in R, mvrnorm(), from the MASS library).

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The Basics

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• Moments: $E(Y) = \mu_i$, $V(Y) = \Sigma$, $Cov(Y_1, Y_2) = \sigma_{12} = \sigma_{21}$.

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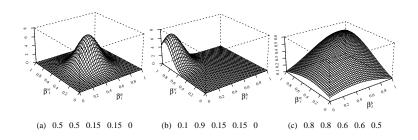
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- Marginals:

$$N(Y_1|\mu_1,\sigma_1^2) = \int_{-\infty}^{\infty} \cdots \int_{-\infty}^{\infty} N(y_i|\mu_i,\Sigma) dy_2 dy_3 \cdots dy_k$$

Truncated bivariate normal examples (for β^b and β^w)



Parameters are μ_1 , μ_2 , σ_1 , σ_2 , and ρ .

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Stop here

We will stop here this year and skip to the next set of slides. Please refer to the slides below for further information on probability densities and random number generation; they offer more sophisticated .

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• Used to model proportions.

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- We'll use it first to generalize the Binomial distribution

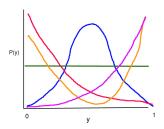
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Standard Parameterization

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Reparameterization like this will be key throughout the course.

Useful if the binomial variance is not approximately $\pi(1-\pi)/N$.

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How to simulate

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- Add up the \tilde{z} 's to get $y = \sum_{j}^{N} \tilde{z}_{j}$, which is a draw from the beta-binomial.

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Beta-Binomial Analytics

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- Derive the joint density of y and π . Then
- Average over the unknown π dimension

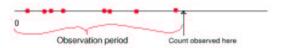
Hence, the beta-binomial (or extended beta-binomial):

$$\begin{aligned} \mathsf{BB}(y_i|\mu,\gamma) &= \int_0^1 \mathsf{Binomial}(y_i|\pi) \times \mathsf{Beta}(\pi|\mu,\gamma) d\pi \\ &= \int_0^1 \mathsf{P}(y_i,\pi|\mu,\gamma) d\pi \\ &= \frac{\mathsf{N!}}{y_i!(\mathsf{N}-y_i)!} \prod_{j=0}^{y_i-1} (\mu+\gamma j) \prod_{j=0}^{\mathsf{N}-y_i-1} (1-\mu+\gamma j) \prod_{j=0}^{\mathsf{N}-1} (1+\gamma j) \end{aligned}$$

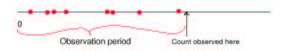
• Begin with an observation period:

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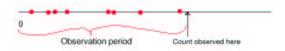


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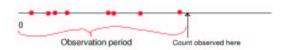
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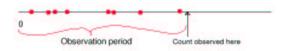
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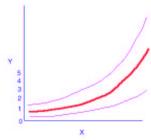
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- How to simulate? We'll use canned random number generators.

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$$\mathsf{gamma}(y|\phi,\sigma^2) = \frac{y^{\phi(\sigma^2-1)^{-1}} e^{-y(\sigma^2-1)^{-1}}}{\Gamma[\phi(\sigma^2-1)^{-1}](\sigma^2-1)^{\phi(\sigma^2-1)^{-1}}}$$

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Recall:

$$Pr(A|B) = \frac{Pr(AB)}{Pr(B)} \implies Pr(AB) = \frac{Pr(A|B)Pr(B)}{Pr(B)}$$

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